

Fall of Berlin

Setup

Invert all the **German** units (including Ambush and Booby Trap counters) plus 6 **blank** German counters, mix them up, and place one (1) unit on all non-yellow points on the map. Place one (1) additional unit on 7, 13, 16, 24. Place two (2) additional units on 21. Set aside any extras for reinforcements. Place **German Strong Point** markers on 7, 9, 11, 13, 14, 16, 19, 21 and 24. Place one (1) **Russian** unit on 5, 6, 8 (two of these may be **Elite**). Setup the following status markers: **Turn** on 1; **Red Star** on *Artillery*; **Führer** on “Considering Fleeing;” **Plane** on “Makeshift Airstrip.” Shuffle cards, choose a Victory Condition Schedule, and begin Sequence of Play.

Roll	OPTIONAL VICTORY CONDITION SCHEDULE	SEQUENCE OF PLAY
1	Normal: (the default) <ul style="list-style-type: none"> • 1 per turn played; • 1 per Russian unit eliminated; • 1 per blue point not under Russian control; • 1 per Strong Point marker on board; • 1 if Hitler “Fleeing.” 	Russian Mode (<i>optional</i>) <ul style="list-style-type: none"> • Declare <i>new</i> desired mode • Draw card, check for symbol 1 • <i>Success</i> Red Star, <i>new</i> mode • <i>Failure</i> Black Cross, goto 7 • else keep <i>current</i> mode <i>or just change mode & goto 7</i>
2	Cautious Advance: <ul style="list-style-type: none"> • 1/2 per turn played; • 2 per Russian unit eliminated; • 1 per blue point not under Russian control; • 1 per Strong Point marker on board; • 1 if Hitler “Fleeing.” 	Barrage—Reinforcements <ul style="list-style-type: none"> • draw card • if <i>Artillery</i> mode: <i>upper left</i> • if other modes: <i>upper right</i> 2 • Remove German units (0-2) for barrage (# left of hyphen) • Add Russian units (0-3), one may be <i>Elite</i>, on yellow pts. (# right of hyphen)
3	Minimize Casualties: <ul style="list-style-type: none"> • 1 per turn played; • 2 per Russian unit eliminated in <i>Aggressive</i> mode; • 1/2 per Russian unit eliminated in <i>Artillery</i> or <i>Cautious</i>; • 1 per blue point not under Russian control; • 1 if Hitler “Fleeing.” 	3 Movement (stacking limit 4) Move any/all Russians up to 2
4	Meticulous Advance: <ul style="list-style-type: none"> • 1/2 per turn played; • 3 per Russian unit eliminated; • 2 per blue point not under Russian control; • 1 if Hitler “Fleeing.” 	4 Combat (see rulebook)
5	All-Out Advance: <ul style="list-style-type: none"> • 2 per turn played; • 1 per Russian unit eliminated; • 1 per blue point not under Russian control; • 1 if Hitler “Fleeing.” 	5 Random Event <ul style="list-style-type: none"> • draw card, perform event text • if “R” reshuffle
6	Russia Chooses: Russia may choose which schedule will be used.	6 Führer Event <ul style="list-style-type: none"> • draw card, # in lower left • lookup event on <i>Führer</i> table
		7 Raising the Flag or Advance Turn marker (see rulebook for raising flag)

AUTOMATIC FÜHRER STATUS EFFECTS

Broken: As soon as three (3) Victory Objective districts are in Russian control *and* Hitler is not “Considering Fleeing” or “Fleeing.” Place the Führer Marker in the “Broken” Box. *Hitlerjugend* is disbanded and German Desertion Rates are **doubled** for the remainder of the game.

Dead: Hitler commits suicide as soon as *any* Russian unit moves adjacent to the *Chancellery* *and* Hitler is *not* “Fleeing.” *No further Führer Events.* Eliminate one (1) German unit in the *Chancellery*. *Hitlerjugend* is disbanded and German Desertion Rates are **doubled** for the remainder of the game.

RUSSIAN MODE SUMMARY	Barrage / Reinforcements	Defense Rating	Combat Rounds	Special
Artillery	upper left #s	5	1*	None
Cautious	upper right #s	6	1*	<i>Hitlerjugend cannot</i> eliminate Russians
Aggressive	upper right #s	6	∞	<i>Veteran</i> (6) German units “adjacent fire”

* Elite units may still fight two rounds

AMBUSH TABLE	Artillery / Cautious	Aggressive
Non-Blue point	<i>No Effect</i>	1
Blue point	1	1-3

BOOBY TRAP TABLE	Artillery / Cautious	Aggressive
Non-Blue point	<i>No Effect</i>	1
Blue point	1	1-2

#	FÜHRER EVENT TABLE
1	Broken if “High Ranking Treachery” has occurred.
2	Broken if any two <i>blue points</i> are in Russian control.
3	Broken if “Last Staff Meeting” has occurred.
4	Considering Fleeing if plane marker is still on the “Makeshift Airstrip” box and Führer <i>not</i> “Broken.”
5	Fleeing if currently “Considering Fleeing.” <i>No further Führer Events.</i>
6	Considering Fleeing if <i>not</i> already “Broken.”
7	Dead if “Broken.” Hitler commits suicide. <i>No further Führer Events.</i>
8	Broken if “Last Wireless Message” has occurred <i>and</i> the <i>Interior Ministry</i> is in Russian control.
9	Broken if any two green random events have occurred.

RND #	SPECIAL EVENT TABLE
1–2	Cease Fire Fails: Russian Mode marker is immediately moved to <i>Artillery</i> mode
3–6	Germans Consolidate Position: All German units occupying non-Victory Objective districts that do <i>not</i> have strong points are immediately moved to an adjacent or closest Victory Objective district
7–9	Massive Desertion: Two German units adjacent to Russian units are immediately eliminated
10–13	No One Wants to be the Last Casualty of the War: The Russian Mode marker is immediately moved to <i>Cautious</i> mode
14–15	Effective Barrage: Add one to the Barrage number received for the <i>rest</i> of the game
16–19	Every Man for Himself: If the Hitler marker is in the “Broken” or “Dead” boxes, the strong point counters in all non-Victory Objective districts are immediately removed
20–22	Russian Advance Gains Momentum: The Russian movement allowance is increased to 3 for the next two game turns

TRACK GREEN EVENTS THAT HAVE OCCURRED			
<input type="checkbox"/> High Ranking Treachery	<input type="checkbox"/> Last Plane Flies Out	<input type="checkbox"/> Last Staff Meeting	<input type="checkbox"/> Last Wireless Message